In the Claims:

1.   (Original) A behavioral biometrics-based user verification system for use with a motion-based input device, said system comprising a data interception unit for receiving inputs from a user, a behavior analysis unit operatively coupled to said data interception unit, and a behavior comparison unit operatively coupled to said behavior analysis unit, wherein said system dynamically monitors and passively collects behavioral biometric information, and translates said behavioral biometrics information into representative data, stores and compares different results, and outputs a user identity result.

2.   (Original) The user verification system of claim 1, wherein said system is suitably configured for real-time monitoring.

3.   (Currently amended) The user verification system of ~~claims 1 or 2~~ claim 2, further comprising secure communication protocols operatively coupled to said data interception unit.

4.   (Currently amended) The user verification system of ~~any one of claim 1 to 3~~ claim 1, wherein said data interception unit is configured to identify data from a mouse as one of movement, drag and drop, point and click, and silence, such that in use, said system receives data from a mouse.

5.   (Original) The user verification system of claim 4, wherein said data interception unit is further configured to characterize movement based on at least one of average speed, average traveled distance, and direction of movement.

6.   (Currently amended) The user verification system of ~~any one of claims 1 to 5~~ claim 1, wherein said data interception unit is configured to identify actions from a keyboard on the basis of dwell time and flight time such that in use, said system receives data from a keyboard.

7.   (Currently amended) The verification system of ~~claim 5 or 6~~ claim 6, wherein said data interception unit is further configured to identify action from a mouse as one of drag and drop, point and click, and silence, such that in use, said system receives data from a mouse and from a keyboard.

8.   (Original) The user verification system of claim 7, wherein said data interception unit is further configured to characterize mouse movement based on at least one of average speed, average traveled distance, and direction of movement.

9.   (Original) A method of characterizing a user comprising the steps of moving a motion-based input device, dynamically monitoring and passively collecting behavioral biometric information from said device, processing said information, and modeling said information using suitably selected algorithms to develop a signature for a user.

10.   (Original) The method of claim 9, further comprising comparing said signature with a signature of an authorized user.

11.   (Currently amended) The method of ~~claim 9 or 10~~ claim 10, further comprising filtering said data after processing and before modeling to reduce noise.

12.   (Currently amended) The method of ~~any one of claims 9 to 11~~ claim 11, further comprising collecting, processing and modeling said data in real-time.

13.   (Currently amended) The method of ~~any one of claims 9 to 12~~ claim 9, further characterized as moving a mouse, collecting data from said mouse, processing said data, and modeling said data using suitably selected algorithms to develop a signature for a user.

14.   (Original) The method of claim 13, wherein said collecting data further comprises characterizing movement based on at least one of average speed, average traveled distance, and direction of movement.

15.   (Currently amended) The method of ~~any one of claims 9 to 14~~ claim 9, further characterized as using a keyboard, collecting data from said keyboard, processing said data, and modeling said data using suitably selected algorithms to develop a signature for a user.

16.   (Currently Amended) The method of claim 15, wherein said collecting data ~~is~~ further comprises characterizing movement based on flight time and dwell time.

17.   (Currently amended) The method of ~~claim 15 or 16~~ claim 15, further comprising collecting data from a mouse, processing said data and modeling said data using suitably selected algorithms to develop a signature for a user based on both mouse and keyboard data.

18.   (Original) The method of claim 17, wherein said collecting data further comprises characterizing movement based on at least one of average speed, average traveled distance, and direction of movement.